

JV Software's

CASTLE HASSLE™

by Roklan

ACTION
QUEST

GH0ST
ENCOUNTERS

Cartridge
for
ATARI
400/800/
1200XL
Computer



Roklan™
Software

JV Software's

CASTLE HASSLE™

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JV Software's Two Great Games—Action Quest and Ghost Encounters—Have Now Been Combined into One Extraordinary Game!

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller into the #1 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

WELCOME TO CASTLE HASSLE

Explore this mysterious castle's 60 rooms and race against time to find and collect the 40 treasures hidden inside. You'll need quick thinking and a sharp, puzzle-solving mind in this unique game that blends all the excitement of arcade and adventure games.

You, as Whitecap the ghost, attempt to survive the many perils while trying to obtain the treasures. Of course, a mere ghost cannot overcome all of the evil powers striving to block its journey. Luckily, you are not a mere ghost but are equipped with the power of transmutation, allowing you to take on the form of other, sometimes more useful, objects. You also have 10 lives to lose before going to your final rest.

Locating all 60 rooms and getting all 40 treasures requires fast responses, physical coordination, intellectual resourcefulness . . . and just a little bit of luck. Do you have what it takes to conquer Castle Hassle?

HOW TO PLAY CASTLE HASSLE

GAME BUTTONS

Pressing START begins game play at level one. Once in play, SELECT can be used to advance game play to any higher level, one level for each time SELECT is pressed. Notice that your maximum score is based on how many treasures you collect. If you start at level two, for example, no treasures from level one can be won and your maximum score will be lower.

Press the OPTION key to choose the degree of difficulty you desire. The game is set to begin at the medium, or ADULT, level. You can choose the easier CHILD level or the tantalizingly difficult TEENAGER level. At the greater difficulty levels, monsters move faster, the room countdown time is shorter and everything gets harder.

JOYSTICK CONTROL

Whitecap's movement is controlled through the leftmost joystick position. Moving the joystick in any direction causes Whitecap to move in that direction. Pressing the joystick button transforms him into a gun, a good thing to be in many of the rooms! While keeping the button depressed, joystick movement is used to aim the gun. Releasing the button fires a single bullet and changes you back into a ghost. Bullets can be used for several purposes but are especially useful for killing enemies.

HINTS ON GUN CONTROL

After positioning the gun, you can let the joystick return to the center position without affecting the gun's direction. It isn't necessary to hold the joystick in the correct direction when firing. The computer remembers the previous gun position, so several bullets can be fired in one direction by repeatedly pressing the joystick button. (Note: when Whitecap is in the shape of a gun, you can use the four arrow keys for diagonal positioning if desired.)

TRANSMUTATION

Besides a gun, you can transform Whitecap into eight other shapes, six of which are:

GHOST

HAMMER

KEY

MAGNET

SHOVEL

TORCH

To change shapes, press the keyboard key corresponding to the first letter of the desired form. In at least one room, the ↓ and → keys are used to provide two additional shapes (but you'll have to find out which rooms by yourself). Any key not mentioned above, when pressed, changes Whitecap back into a ghost. (Note: never hold down the SHIFT or CTRL key when changing shapes.)

GAME LAYOUT

Castle Hassle is an immense structure, consisting of 10 levels. Each level contains six rooms, four of which have treasures. Play starts in a base room with four doors leading to four of the level's other five rooms. The fifth is up to you to locate. Touching a door (as a ghost) lets you enter a room. Your screen will quickly change to show you the room you've just entered.

TREASURE CAPTURE

When entering a room containing a treasure, four bell-type tones will ring. To obtain the treasure, you must (in the form of a ghost) touch it and leave the room without getting killed. Sounds easy? Wait until you've tried a few rooms! After a treasure has been captured, all doors leading to its room disappear.

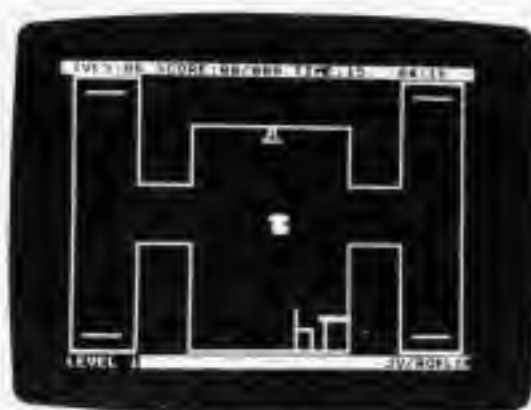
ENEMIES

Several rooms have enemies, monsters or other strange creatures who are out to stop Whitecap from getting the treasures. Being touched (or shot) by one of them costs Whitey one life and removes him from the room. If an enemy starts to get the best of you, remember that it will not follow when Whitey leaves its room.

GAME PLAY

A game is over either after all treasures are captured or 10 lives are lost. After all treasures for a level are won, enter the base room to progress to the next level of Castle Hassle. After completing the last level (or losing all 10 lives), you are given a ranking from HOPELESS to AWESOME. To help you judge your performance, here is a listing of all the rankings from the bottom to the top:

- 0 Hopeless
- 1 Grisly
- 2 Clumsy
- 3 Trainee
- 4 Beginner
- 5 So So
- 6 Fair
- 7 Average
- 8 Apprentice
- 9 Explorer
- 10 Adventurer
- 11 Master
- 12 Spirit
- 13 Phantom
- 14 Ghost
- 15 Awesome



INFORMATION LINE

A line at the top of your screen provides current game information. First is shown the number of lives remaining. Next are two score values, divided by a slash (/) mark. The left score represents the total number of treasures captured. The right score shows bonus points awarded at the completion of each level. Bonus points are based solely on time. The faster you capture all the prizes, the better the score. An excellent mark for any level is 20. Next is a timer which, as it counts down to zero, shows you how much time you've been in the current room. You lose one life for letting this expire. Whitecap will slowly start to fade away, indicating that there isn't much time left. The countdown rate is different for different rooms and is reset each time you enter a room.

HELP!!!

We don't expect that everyone will be able to solve all of the puzzles and capture all of the treasures. If you need help, send a self-addressed, stamped business-size envelope to:

Castle Hastle Hints
Roklan Software
3335 N. Arlington Heights Rd.
Arlington Heights, IL 60004

Limited Warranty

Roklan Corporation warrants this product to be free from defect in workmanship or materials for a period of 90 days from date of purchase. Should a defect in this product occur any time within 90 days of date of purchase, it can be returned to original place of purchase for replacement without charge. Original sales receipt must be presented for returned products. This warranty shall be void if it is determined that the defect has come about through abuse or negligence.



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